**Heroes of Pymoli**

Three observable trends:

1. Based on the data, it is important to acknowledge that 84.03% of the players were Male as oppose to 14.06% to Female. 1.91% did not provide their gender either way.
2. In the data set it was determined that the grouped age of players that had the highest percentage in age, range from 15 – 29 (76.74%).
   1. Individually 20-24 had 44.79%, 15-19 had 18.58% and 25-29 had 13.37% of registered players based on age out of 8 age ranges.
3. From the data set it can be inferred that Males had the highest Average Purchase Total ($1,967.64) compared to Females at $361.94 and Other/Non-Disclosed at $50.19 just due to quantity of players.

However the Other/Non-Disclosed ($4.56), Females ($4.47) and Males ($4.07) gender categories had higher purchase totals per player.